

Jeremy P. Wright
ENGINEER · MUSICIAN

 @kalmenius
 Brooklyn, NY
 (914) 224 - 6144
 jeremy@kalmenius.com

Education

- **COOPER UNION**, *Albert Nerken School of Engineering* (NEW YORK, NY) 2007 – 2011
B.E. in **Electrical Engineering**, with a concentration in *Computer Engineering*

Professional Experience

- **GUSTO**, *Software Engineer* (NEW YORK, NY) 2024 – present
Full-stack engineer contributing to a variety of vital onboarding workflows for an industry-leading provider of HR software.
 - Maintain and refine BE & FE infrastructure related to user- & internal-facing payroll onboarding experiences & tools.
 - Reverse-engineer & rebuild legacy pages using current infrastructure. Collaborate with product/design on UI experiments.
- **OUTPUT**, *Engineering Manager – Backend* (REMOTE) 2023 – 2024
Helped grow the backend team at an innovative music technology startup, while contributing to product/feature development.
 - Designed, planned, and built out new infrastructure supporting existing/in-development products & internal tools.
 - Interviewed, onboarded, & managed several new hires. Proposed and executed internal technical/process improvements.
- **JUSTWORKS**, *Senior Software Engineer* (NEW YORK, NY) 2021 – 2023
Full-stack engineer making key contributions to the shipping of features/products to enhance a thriving PEO business.
 - Architected (API/DB design) major features incl. an Expense Management product & a redesigned paystub PDF.
 - Contributed to code related to: one-off payments, accounting/reporting, third-party integrations, time & attendance.
- **NORTHWESTERN MUTUAL**, *Lead Software Engineer* (NEW YORK, NY) 2015 – 2021
Backend engineer at *LearnVest* (acquired by NM in 2015), chief maintainer of several microservices and shared codebases.
 - Designed/documented several data persistence/orchestration APIs, integrated throughout financial planning platform.
 - Interviewed, onboarded, mentored, and managed a direct report. Gathered requirements and performed code reviews.
- **HIGH 5 GAMES**, *Technical Manager* (NEW YORK, NY) 2012 – 2015
Grew an IC role into principal maintainer of server-side game logic across a catalog of casino games, on multiple platforms.
 - Chief architect and manager of a group of engineers responsible for server-side implementation of core game logic.
 - Supported several heavily trafficked social/mobile/real-money-gaming casino apps (over 500K DAU & 1.5M MAU).
- **CONSUMER REPORTS**, *Lab Technician* (YONKERS, NY) 2010 – 2012
Internship transitioned into full-time lab work for electronics testing division at a well-known nonprofit organization.
 - Tested a wide variety of consumer electronics products, evaluating them on both an objective and subjective basis.
 - Contributed to the design and re-design of several test protocols, including those for brand new product categories.

Skills & Qualifications

